

arcade express

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TINY COMPUTER MAY DISLIKE SONY TV'S

The diminutive 40-key computer from Timex/Sinclair, the TS-1000, is attracting a lot of attention because of its equally tiny price. The 2K unit sells for only \$100 -- the lowest priced computer on the market.

But all is not tea and crumpets for the British import. When the technical editor of Electronic Games magazine started to test the unit, it popped the circuit breakers on his Sony TV. No one really knows at this time if the problem is universal; all we can say for sure is that the TS-1000 kicks out the circuit breakers on some large-screen TV's. Timex engineers are investigating the phenomena, but haven't come up with a definitive answer to what causes the problem. Meanwhile, the EG staff isn't rushing to plug the TS-1000 into our color sets, until we find out what happened and why. We'll let you know.

BETTER WATCH YOUR LANGUAGE OR YOU MIGHT GET SUED!

The electronic gaming industry is rife with suits. Seems like every fortnight someone is suing someone else over patent infringements. But here's one that is just plain silly! Gulf &

Western, the conglomerate holding Paramount Pictures, accused Swifty Software of unfair competition and infringement upon Paramount's rights in the Star Trek properties. Swifty's game "Trivia Trek" was the offending item. Seems C&W took one look at the name and ran for their lawyers. Since "Trivia Trek" is a trivia game that bears no relation to the space thriller, it seems unlikely the suit will go far. Not even Paramount can lay claim to the word "trek".

TAX BREAK WOULD PERMIT APPLE TO GO TO SCHOOL

The House passed part of a temporary tax break which will enable Apple Computer Inc. to give an Apple II to every public elementary and secondary school in the country. The legislation allows com-

puter manufacturers to donate computers to public schools for a favorable tax treatment that is now reserved for donations of scientific equipment to universities. Such donations, according to current law, are deductible up to 10% of the company's taxable income, and the new ruling will broaden the law to include public elementary and secondary schools.

A similar proposition hasn't yet been taken up by the Senate. The Treasury Department believes it inappropriate to use tax laws to form social policy, i.e., computer education, and therefore opposes the idea.

ATARI MEETS BIG BIRD

Atari has entered into a joint venture with Children's Computer Workshop, a subsidiary of Children's Television Workshop. That's the group that produces popular kideo such as Sesame Street and The Electric Company. The two creative forces will combine talents to produce cartridges for the Atari VCS and Atari 5200. They'll be specifically designed to provide kids with "fun, informal learning opportunities", says Paul Firstenburg, President of Children's Computer Workshop. The child-tested, age appropriate, discovery oriented games will be designed to produce an "environment in which a child can learn..educational skills while involved in a fun, colorful activity," according to Michael Moone, President of Atari's Consumer Electronics Division. The games jointly produced by Atari and CTW will be released in mid-1983.

There's no news yet on what form the games will take, except that Jim Henson's Sesame Street characters will be involved. I hope so -- if the Cookie Monster won't play, neither will I!

IMAGIC SPENDS BIG BUCKS IN WINTER AD CAMPAIGN

Imagic is budgeting \$10 Million in advertising expenditures for the five month period commencing September 1982 and ending in January 1983. Watch for their commercials on prime time shows such as Happy Days, Fame, Little House, Chips, Three's Company, and in magazines such as Sports Illustrated, Boy's Life, and (of course) Electronic Games. Some of the ads will feature Gorp, a tall silvery alien from "Star Voyager", and Vultar, a tubby green monster from "Demon Attack". Imagic hopes these spokes-aliens will entice the 3.5 billion estimated TV audience into the stores -- and I wouldn't be at all surprised if they do!

HAYDEN ANNOUNCES KAMIKAZE CONTEST

The first arcade game from Hayden Software is the subject of a contest that will take the finalists to San Francisco. The entry blank comes with the "Kamikaze" game, and deadline for entry is January 15, 1983. The five top scorers win the trip to Frisco for the shoot-out. The top three prizes are \$5000, \$1000 and \$500, and the fourth and fifth place winners each get a \$250 certificate good toward the purchase of Hayden software.

"Kamikaze", designed by John Van Ryzin, pits your coastal defense ship against two bomb-dropping enemy planes. Down 500 points worth of enemy flyers and mines begin to appear in the water. Score 1000 points, and a crazed Kamikaze pilot dives into your ship unless you get him first. "Kamikaze" is available for the Apple II disk, 48K, Applesoft. It should be in game stores this fall, or can be ordered direct from Hayden at 800-631-0856.

INVENTORS PATENT LAPSTAND FOR VIDEOGAME CONTROLLER

Chris Barnhart and Greg Hoots, Topeka, Ks. inventors originally hailing from West Plains, Mo., recently filed patent applications on a lapstand that holds, stabilizes and positions videogame controls. Also included are numerous variations, such as interchangeable "chutes" to accomodate various controllers, and means to secure the device to a surface to create a permanent control panel. Barnhart and Hoots say the device enables gamers to tap the action buttons with their index fingers, alleviating the stress associated with holding and squeezing hand-held controllers.

The inventors are currently talking with several videogame manufacturers, hoping to develop a working license arrangement for building and marketing the device.

YOU DON'T HAVE TO BE TARZAN TO BE KING OF THE JUNGLE

Brave the jungle with all its dangers, to save the princess from barbarians. Taito's new coin-op, "Jungle King", requires play-for-pay fans to jump from vine to vine while avoiding angry monkeys, dive into a crocodile-filled river armed only with a knife and limited air supply, and climb a cliff while dodging boulders raining down upon him. Before he wins the safety of the Fair Maiden, he must wrest her away from her savage captors. The arcader starts with three jungle kings and wins another at 10,000 points. From when the game starts with the Jungle King's war cry, it's a race against time and hostile forest denizens to gain the hand of the jungle princess.

11-YEAR OLD BESTS ELDERS IN MONOPOLY SHOWDOWN

Paul Bosco, an 11-year old from Staten Island, was declared New York City Monopoly champ when he bankrupted noted industrialist Howard Samuels, and humiliated Boston Celtic President Red Auerbach and Met star Rusty Staub. Bosco accumulated \$13,000 in assets in the final 90-minute round of the competition against the three wheeler-dealers, in the playoffs sponsored by Parker Brothers. The head-to-head competition promoted the new electronic Monopoly Playmaster that enhances the game with sounds and visual effects while managing dice rolls, property trading and bank loans.

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ACTIVISION TAKES TO "Sky Jinks", Activision's new game for the Atari VCS, is a single-
THE SKIES AGAIN player air-race with old-timey flavor. The pilot must take the P41
airplane racer through a slalom course, dodging trees and hot air
balloons on a sunny spring afternoon. "Sky Jinks" was designed by Bob Whitehead, who also
created "Chopper Command", "Boxing", "Skiing" and "Stampede". It's the 19th Atari-compatible
cartridge from Activision. The game is aimed at pre-teens and will be supported by advertis-
ing on radio and in youth-oriented magazines.

REAGAN, BREZHNEV HOLD Milton Bradley sponsored an unusual promotion in New York City on
STRATEGO SUMMIT (ALMOST) September 16, when look-alikes for President Reagan and Soviet
Premier Brezhnev met on the Public Library steps to work it all
out over a game of "Electronic Stratego". The two VIPs arrived in police-escorted black limos
as the band played "Hail to the Chief". The President and Premier ascended the library steps,
then challenged each other to a round of Milton Bradley's new game, as bemused New Yorkers
looked on. The world's crises weren't completely solved by the encounter, since the two only
played to a tie -- the two countries seem to be neck-and-neck in the Stratego weapons race.

FORMER CRYSTALWARE TITLES Four games previously marketed by Crystalware have been pur-
COMING FROM EPYX chased by EPYX/Automated Simulations. Described as graphic ad-
ventures by Mark Benioff, they're for Atari 400/800 on disk.
The titles are "Crypt of the Undead", "The Nightmare", "Escape from Vulcan's Isle", and "King
Arthur's Heir".

In a simultaneous release, EPYX is shipping "Alien Garden", a new ROM cart for the Atari
computers. This innovative game calls on the arcader to manipulate bird-like creatures in a
crystalline garden. He must find which crystals are edible and which explode, then consume as
many as possible in order to survive.

COMMODORE REPORTS "In January we predicted we would sell more computers this year than the
EXPLOSIVE SALES entire industry sold in 1981," says Kit Spencer, Vice President of Mar-
keting, as he discusses the "explosive" sales of the VIC-20 personal
computer. "We're now well on our way to making this bold prediction a reality." He went on
to say that the VIC-20 now has the number one market share in the home computer industry,
currently being sold in over 8,000 outlets across the country. Recent wholesale price reduc-
tions have prompted some retailers to sell the VIC-20 for under \$200, spurring dramatic
increases in the number of units sold.

PAC-MAN MERCHANDISE Midway's "Pac-Man" is the subject of a line of collectible figures by
COMING FROM COLECO Coleco. Constructed of sturdy non-toxic vinyl, they're designed for
tots age 4 and over, but will have special interest to arcaders. The
best we've seen is "Pac-Angel", with old smiley-face sporting a pair of wings and a halo.

Coleco is cooperating with Video Babies to market a line of T-shirts, jerseys, ties, caps
and even an unusual Pac-Man Action Mug (tilt the cup and watch Pac-Man run). "Pac-Man" is the
focus game, but shirts are also available for "Berzerk", "Donkey Kong" and "Frogger", as well
as a generic one saying "Hey Hey Hey, I Love to Play", in children's and adult sizes.

TWO-PLAYER PINBALL GAME "Speakeasy", from Bally, is a 2-player pinball game that combines
HAS CARD GAME THEME the best features from older pingames with exciting new designs,
says Tom Nieman, Vice President of Marketing for Bally Pinball.

"Speakeasy" starts with 5-9 top card rollovers that the player must light in sequence. The
gamer can draw new cards and cancel the lit one to help achieve the sequence, but at a 25,000
point sacrifice for each card. Flyaway targets also score in sequential mode. A 10-through-
ace combination gives an extra ball, lights the multipliers, increases the spinner value, and
scores the lit chip value. On the right side is a joker lane worth varying points depending
on the number of jokers lit. A wheel of fortune can add points, but might result in sub-
tracting a ball if you hit the wrong hole.

PAC-MAN SHOWDOWN IN NEW MEXICO In a bloodless battle at JR's Playhouse in Roswell, NM, two arcaders went head-to-head to determine once and for all which was best at "Pac-Man". The contest sponsored by the Roswell gameroom pitted Victor Bolanos, 15, of Roswell, against Mark Brandon, 28, from Holloman AFB in Alamogordo. Victor took the kudos with a winning score of 1,870,070.

Victor followed his win by going on to play "Pac-Man" for 30 hours, using only 36 coins. Play, interrupted only by 5-minute breaks, was witnessed at all times by Trudy Rodriguez, owner of JR's Playhouse, or her manager, Janet Selmon.

Victor's prize was a trophy, calculator watch, and \$100 cash. Mark also received a watch and a smaller trophy for his participation in the event. Good going, Guys! Sounds like Midway will never get rich off you!

THORN EMI TO STRESS REALISM IN FALL CAMPAIGN The ad campaign for Thorn EMI will toast the reality aspect of many of the games in their new line of home computer software, using the theme "Play for real". Thorn is introducing 19 carts compatible with Atari 400/800 computers, and 2 for the VIC-20. "These games will have special appeal to home computer owners since they combine exciting problem-solving challenges with some of the most realistic graphics ever seen in computer games," says Nicholas Santrizos, President of Thorn EMI Home Video.

In addition to simulator games such as "Submarine Commander" and "Jumbo Jet Pilot", each allowing the gamer to control these high-tech vehicles, other games stress action, such as "Soccer", "Kickback", "Pool" and "Darts". Some titles, such as "Jigsaw Puzzles", "Cribbage", and "Cube Puzzle" increase in difficulty based on the handicap the player wishes for himself.

MATTEL OFFERS SEMINARS IN ELECTRONIC AWARENESS "We want to give our retailers as much information and sales support as possible since most buying decisions are made inside the store," Richard Hoag, Vice President of Sales for Mattel explains. Mattel is holding a series of 60 electronic awareness seminars nationwide so retailers can stay up to date on that company's product lines. "We want to keep them excited about the electronic entertainment field," commented Hoag. Each 2-hour class held in the Fall of 1982 consists of product line overviews, video tape segments featuring new commercials and product demonstrations, and a question and answer period.

MERRY-CO-ROUND Richard Stearns is the newly appointed Vice President of Consumer Electronics for Parker Brothers, with responsibility for marketing all video games and other new product ventures involving electronic home entertainment. Stearns will also head up direct product acquisitions and licensing, product development, and new business planning for Parker...Another Parker Brothers' marketing director, R. Bruce Jones, has been appointed Vice President. Jones will handle all Marketing Department functions, including brand and program management, planning, research and communications, and PR...Howard Burkhardt is the new Vice President of Finance for Telesys, bringing over 30 years of accounting and financial management experience to this video game company. "If you don't manage your cash, you can't manage your business," says Telesys President Richard Taylor, explaining why Burkhardt was asked to join the firm...Jay M. Press is the new Director of Market Development and Advertising for Thorn EMI Video Programming. Press will be responsible for company communications programs and development of new markets.

HOSPITAL USES VIDEOGAMES TO EASE TEEN CANCER PATIENTS A researcher at Rhode Island Hospital, Providence, RI, says early experiments indicate videogames help ease the anxieties of cancer patients. Jorge L. Rickard-Figueroa, a post-doctoral fellow in psychiatry and behavioral medicine, says patients undergoing chemotherapy for cancer often undergo stress producing nausea and discomfort. "I tried to think of the most distracting thing I could, and videogames seemed to be the best choice," said Rickard-Figueroa. Results for the limited tests reveal that teens' anxieties and physical side effects are reduced almost 50% by playing videogames.

MATTEL HAS SECOND QUARTER INCREASE: DECLARES DIVIDEND

Mattel reported net sales of 329.7 Million for the second quarter ended 7/31/82, an increase of 27% over the same period last year. Primary net income per share went to 76¢, as compared with 25¢ in last year's second quarter. Mattel says the increases were due to strong operating results in the Electronics and Toy & Hobby Products. Net sales of Electronics products in the second quarter were \$125 Million, an increase of \$69.9 Million from last year. This is attributed to significantly higher shipments of Intellivision Master Components and video game cartridges, including the M-Network games that are compatible with other manufacturer's videogame systems.

Mattel, Inc. declared a quarterly dividend of 7½¢ per share payable November 2, to shareholders of record on October 4, 1982.

ACTIVISION BACKS INTELLIVISION GAMES WITH 2M AD CAMPAIGN

The first two Intellivision-compatible cartridges from Activision, "Pitfall" and "Stampede", will be supported by a \$2 Million ad campaign, and additional Intellivision-compatible carts will be introduced in 1983. "Pitfall" and "Stampede" were the first choices because they "offer unique game play to the Intellivision owner", according to Activision President James Levy. "They are special theme games that combine imagination, skill and adventure." The ad campaign includes TV, radio, and print ads.

NEW WILLIAMS COIN-OP REQUIRES COOPERATION

"Joust", the new coin-op videogame from Williams, allows two players to challenge each other or team together against the game in a mythological world. Players fly on an ostrich or a stork, trying to unseat enemy riders astride buzzards. If the arcader wins this tilt, the enemy turns into an egg that hatches into an even more dangerous pterodactyl unless the gamer first picks up the egg. Later fire destroys the landing ledge, and a lava troll grabs anything flying over its den. Each new wave brings new strategic decisions whether to team together or fight one another. "Joust" can be played by a solitaire gamer, but dual action produces more sophisticated waves of attack.

VECTREX DEBUTS IN EIGHT CITIES

Vectrex, the self-contained videogame system from General Consumer Electronics that captured the attention of Milton Bradley and prompted MB's purchase of GCE, is right on target with production. TV advertising for the stand-alone with the quadrascan monitor started October 4 in major markets. Only 60,000 to 80,000 units will be sold this fall, but Vectrex will be widely distributed in 1983. Meanwhile it's being offered to lucky buyers in eight cities, and through Sears catalog. Some J.C. Penney stores also carry the unit that currently has 12 eye-popping cartridges, with six more scheduled to be shown at Consumer Electronics Show in January.

New Yorkers were treated to a special display of Vectrex at Gimbels Department Store in October. GCE allowed Gimbels to use their display from CES in June, with 13 game play stations, in a special promotion called "Touch Tomorrow Today".

PUBLIC LIBRARIES RENT OUT CARTS

Game cartridges are the hottest items in numerous public libraries around the country. Wantagh Public Library on Long Island, NY, is one of the pioneers to make videogame carts available for modest rental fees. Their rental program started in March of 1981 with only 9 carts available for rental fees of 25¢ per day. Funds accumulated so that the library now has over 80 games for the Atari VCS and Mattel Intellivision.

Surveys of the game renters show that most people try the cartridge to see if they like it well enough to buy. In the case of super-popular games like "Pac-Man", people are more likely to just go ahead and buy, even before seeing it. Therefore, the less well-known games are actually the ones with the most play in the rental library.

The Wantagh Library has had good experiences with the program since it began. There's been no theft whatsoever, and no damage beyond normal wear and tear on the library's carts. "The kids really want this program, and they appreciate it. The rental program has been extremely successful, not only with students but for all ages."

THE HOTSEAT

Reviews of New Products

- RATINGS: 1-4 The item has serious flaws.
 5 An average game that does what it promises.
 6 Better than average.
 7 A good game, but maybe not for everyone.
 8 A very good to excellent game.
 9 An outstanding, state-of-the-art game.
 10 Pure gold and about as good as a game could be. A rare rating.

KEY: The information which heads each review follows the same simple format: First comes the name of the item, then its classification and if it is a home arcade software program, the system or systems with which it is compatible. Finally, there is the manufacturer's name.

ROOM OF DOOM/Videogame Cartridge (Atari VCS)/CommaVid

An on-screen adventurer is trapped inside a room, and robotic guards stand at every exit. The guards fire on the hapless prisoner as the doors open and close. As if that weren't enough of a problem, inside the room is a patrolling monster. If he touches you, you'll die. Try to get in front of an opening door to kill the robot guard, but be ready to dodge his rain of bullets. And never lose track of the watch-dog monster; he'll pursue you into every corner, and is impossible to kill. The force of your bullets only throw him against the wall, giving a moment's respite from his unceasing attacks. When all the door-guards are dispatched, the screen changes to the next room, with a new monster patrol and even more guards capable of still worse devilment. This is a challenging, high-scoring game. Graphics are average for the VCS, but the action is better than most. Rating: 8

TELEPORT/Computer Game (for the Apple II)/Cavalier Software

Aliens are leaving their home universe and teleporting to the playfield, which is featureless except for a cross-shaped milling area in the center and a pair of teleport stations located in the upper right and lower left corners. The gamer must round up each alien one by one and then conduct the interloper to the Cosmic Doorway for a trip back home. Oh yes, the doorway moves around the screen, so the on-screen character sometimes has quite a perilous journey as the other monsters seek to cause a deadly collision. Another big difference from the typical maze-shoot: the player's gun becomes inoperative until the last alien which has been shot is shoved through the doorway. Despite the somewhat empty playfield, the graphics in "Teleport" are quite attractive, particularly the various designs for the aliens. Rating: 8

ZENITH/Computer Game (Apple II)/Cebelli Software

The celebrated Nasir proves his reputation isn't just smoke with this visually striking first-person space piloting and shooting program. The arcader has the dual mission of shooting down enemy ships over Zenith City while work crews are rebuilding its damaged and burned buildings and helping with the actual repair work. Fuel depletes over a period of time, but the player can use the ship's tractor beam to snatch alien pilots who can then be traded for a tankload of fuel in a smoothly animated sequence in deep space. There's a second display, reached by hitting the ESC key, which shows the player a map of Zenith City that indicates where enemy ships, loose pilots and buildings in need of repair are located. Multi-color linework, faintly recalling color vector graphics games, is utilized throughout to excellent effect. Rating: 9

FAST FOOD/Videogame Cartridge (VCS)/Telesys

Humor is the long suit of this action cartridge by another new independent software publisher. Food streaks across the screen, and the arcader's on-screen analogue must gobble it up as it flies past. Eating the purple pickle is a no-no, though. Funny as it is, "Fast Food" is a cartridge that would still be entertaining to play even if the graphics and concept were less striking. This amusing game should do very well. Rating: 8

NEXAR/Videogame Cartridge (VCS)/Spectravision

Psychedelic graphics aside, the big attraction of this science fiction shoot is the striking "inside out" set-up of the playfield. Alien ships -- and their guiding beacons -- emerge from the center of the screen, while the arcader uses the joystick to move the shooter around the edge of the playfield. The difficulty of the game increases as the action progresses, and things get pretty frantic by the time the arcader is struggling against the third or fourth nexar. "Nexar" is a guaranteed winner with the videogaming public. Rating: 9

THRESHOLD/Videogame Cartridge (VCS)/Tigervision

This new company turned to computer software biggie On-Line for this design, and the folks from Coarsegold, Ca., certainly delivered the goods. This is a multi-scenario invasion game that allows the player to move the cannon about one-third of the way up the playfield as well as the traditional back and forth shuffle. This freer movement is what distinguishes "Threshold" from the numerous excellent invasion cartridges making their debut this month, totally altering the usual strategic situation. Great Stuff. Rating: 8

KING KONG/Videogame Cartridge (VCS)/Tigervision

Hard to believe the same publisher is responsible for this and "Threshold". This climbing game is marred by a poor rendition of its giant ape (some players call it the teddy bear) and its single play screen. The comparison with the VCS edition of "Donkey Kong" (Coleco) is inescapable -- and "King Kong" suffers in the judging. It should be noted, however, that "King Kong" is somewhat easier to play than other climbing games, and this may make it attractive to younger gamers who can't yet handle the harder contests. Rating: 4

SLITHER/Coin-Op Game/GDI

This intriguing new coin-operated videogame most nearly resembles a full-screen variant of Atari's "Centipede". Arcaders use a trackball controller to maneuver a cannon across the playfield while firing straight up and straight down. The main targets are serpents, with each segment worth a different amount of points. Shots at the cacti, birds and bonus monsters also score. A promising newcomer to the commercial fun palaces. Rating: 8

GOPHER/Videogame Cartridge (VCS)/US Games

This whimsical game asks the arcader to take up the farmer's battle against a pair of voracious gophers who are trying to steal the three carrots out of the little garden. The engagingly rendered little animals pop up out of their underground tunnels when least expected to snatch a veggie. The farmer can attempt to fill in the holes or whack the little pests with his hoe, but neither task is easily accomplished. A duck that looks straight out of Groucho's "You Bet Your Life" flies past periodically and drops a seed which, if planted, grows into a replacement carrot. Of course, the gophers don't go on vacation while you're picking up the seed. Rating: 8

FOOTBALL/Videogame Cartridge (VCS)/Mattel M-Network

Mattel designers continue to display a deft touch with sports videogames, even when they're creating carts for the VCS. Among the high spots of this pigskin simulation is that players program every offensive and defensive lineman individually with a couple of flicks of the joystick. This is unquestionably a "must buy" for VCS owners who enjoy sports games. Rating: 9

MS. PAC-MAN TOURNEY IS INCREDIBLE

On September 10, six hardy gobblers vied for the championship title of the National Ms. Pac-Man Tournament held on the set of ABC's "That's Incredible". The six contestants were each winners in their own right, having beaten the countless Ms. Pac-Maniacs at the Regional Finals held in August at various Six Flags Magic Mountain Amusement Parks throughout the country. The show is scheduled to air sometime before Christmas.

Coin-ops were set on the highest difficulty level with no time limits for each round. The first three contestants played against one another, then the next three battled it out, the best score among them winning the tournament.

CALIFORNIAN WINS MATTEL'S ASTROSMASH VIDEO CONTEST

"Sports in Space" was the theme of the Astrosmash Shootoff in Houston. Nearly 13,000 entrants submitted score-verification photos of their TV screens during the 5-month Astrosmash Shoot-off national competition. 72 finalists, each with a guest, took a 3-day trip to Houston courtesy of Mattel, for the contest to pick the national champion.

Manual Rodriguez, an 18-year old gamer from Stockton, Ca., scored 835,180 points in one hour of timed play, and took home \$25,000 in prize money. Second place honors were captured by Charles Tappan, 21, from Elmira, NY, scoring 828,560 for \$12,500. Cash prizes of \$10,000 each went to 3rd and 4th place winners, and \$5,000 to 5th through 8th rankers. Eight additional regional winners will receive 1983 Intellivision products, bringing the total to \$100,000 in cash and prizes presented by Mattel Electronics.

ARCADE MACHINE CONTEST ANNOUNCED BY BRODERBUND

Purchasers of The Arcade Machine, Broderbund's do-it-yourself arcade design package that helps you produce your own computer arcade game, are invited to compete in The Arcade Machine Contest. Starting 1/31/83 and every month through 6/30/83, Broderbund will award \$200 worth of software or hardware to the best design produced on The Arcade Machine. A grand prize of \$1500 in products will be awarded for the game deemed best by the judges, with a runner-up prize of \$500. Look for details on The Arcade Machine package, or write or call Broderbund, 1938 Fourth Street, San Rafael, Ca. 94901. (Call 415-456-6424.)

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